

RUNNING SAVAGE TIDE IN THE FORGOTTEN REALMS

by Eric L. Boyd

The Savage Tide Adventure Path can be incorporated into the FORGOTTEN REALMS with a minimum of work for the DM. Each installment of the Savage Tide will be accompanied by online conversion notes detailing suggested adaptations to the adventure. Note that in lieu of repeatedly saying “In the Realms, XXX is known as YYY,” these sidebars use the convention “YYY (XXX).”

Future FORGOTTEN REALMS products will not treat the events in the Savage Tide Adventure Path as “canon,” but the unfolding of events suggested in these notes will not diverge unduly from the “core Realms” unless the DUNGEON MASTER wishes them to. Each FORGOTTEN REALMS sidebar may refer to various FORGOTTEN REALMS products, including, but not limited to, *Cloak & Dagger* [2nd-Edition], *Empires of the Shining Sea* [2nd-Edition], *Faiths & Pantheons*, and *Lands of Intrigue* [2nd-Edition], but only *Serpent Kingdoms* and the *FORGOTTEN REALMS Campaign Setting* should be strictly necessary to adapt the campaign to the FORGOTTEN REALMS.

Characters in the Realms version of Savage Tide begin their careers in the city of Tashluta (Sasserine) along the south coast of the Shining Sea (Jeklea Bay), just east of the Jungles of Chult (Amedio Jungle). They sail west around the horn of the Chultan peninsula into the uncharted waters south and west, where lies the Isle of Dread.

For those DMs who used the Shackled City Adventure Path in the Realms, note that these conversions assume that the city of Cauldron sits in a caldera on the Chultan Peninsula, on the northern slopes of the Sanrach Mountains, just east of the Jungles of Chult. For those DMs who used the Age of Worms Adventure Path in the Realms, these sidebars assume that the Spire of Long Shadows rises up from the Chultengar, a dark region on the eastern border of the Jungles of Chult.

One final note: A key design decision in the Savage Tide Adventure Path is to send the PCs “off the map.” However, for DMs desiring to keep the PCs closer to the known Realms, an alternate conversion might start in Baldur’s Gate (Sasserine) and head south to the Mother-of-Mists (Isle of Dread), just off the NW coast of the Jungles of Chult. The Crimson Fleet would be based in the port of

Skaug (Scuttlecove) in the Nelanther Isles. This and future Realms conversions will not further address this alternate option, but the conversion notes provided should suffice for DMs following either path.

There Is No Honor

The adventure path begins in late spring of the Year of Risen Elfkin (1375 DR) in the town of Tashluta (Sasserine), along the south coast of the Shining Sea (Jeklea Bay), just east of the Jungles of Chult (Amedio Jungle). Aside from a brief mention in the *FORGOTTEN REALMS Campaign Setting*, pages 105–106, further details about Tashluta may be found in *Serpent Kingdoms*, pages 124–128. You may find a map of the region here: http://www.wizards.com/dnd/images/mapofweek/Dec2005/02_SerpentKingdoms_72_ppi_cv2891.jpg. This adventure path conversion assumes Tashluta matches Sasserine in size (smaller than suggested in the aforementioned sources) and layout (and therefore lacks the encircling caldera).

Tashluta’s traditional foes include the Crimson Fleet, yuan-ti (ogres and giants) from the Black and Mhair Jungles, and the Monks of the Dark Moon (Scarlet Brotherhood). Tashluta’s history differs in details from that given in *DUNGEON* #139, but it has similar broad strokes, as outlined in *Serpent Kingdoms*, pages 126–127. In particular, Tashluta has been attacked and occupied by yuan-ti-led lizardfolk armies (local tribes of giants and bullywugs) and the Shoon Imperium (the Great Kingdom/ Hold of the Sea Princes). Although begun as a Tashlutan merchant consortium, the Rundeen (Sea Princes) ruled Tashluta until recently (1349 DR) and may yet seek to do so again.

The most prominent deities in Tashluta include Talona and Savras (Wee Jas). The prominent role of the Church of Kord is replaced by the Church of Talona. Lesser faiths include Anachtyr (St. Cuthbert), a southern aspect of Tyr, Lathander (Pelor), Shaundakul (Fharlanghn), Tempus (Kord), Umberlee (Osprey/Procan/Xerbo), and Waukeen (Olidammara/Worgul). Hidden cults venerate Myrkul (Nerull), Shar (Scarlet Brotherhood), and Velsharoon (Vecna).

Other minor conversions include Urbeth, capitol of Tharsult (Redshore), and Ss’dath’in’ssatath (Forbidden City).

REALMS AFFILIATIONS

The affiliations presented in *DRAGON* #348 for Sasserine work well in the Realms, with the exception of the Scarlet Brotherhood. An alternative affiliation of similar dubious reputation is presented here. Further details on the Rundeen can be found in *Cloak & Dagger* [2nd-Edition], pages 127–135.

The Rundeen

Symbol: Coin with a nail driven through it.

Background, Goals, and Dreams: The Rundeen began as a Tashlutan merchant consortium. They now control most of the shipping ports and caravan trade along the southern coast of the Shining Sea, and seek control of all trade from Dragon’s Neck peninsula in Tethyr to the Jungles of Chult. In addition to its financial control, the group also uses piracy (based in the neighboring port city of Narubel) to enforce its hold on sea-going business, and has at least one group of assassins ready at all times to eliminate threats to its organization. The Rundeen also dabble in slavery, despite the actions of antislavery groups.

Enemies and Allies: Those Who Harp earned the enmity of the Rundeen due to the Treacherous Stab, when the Harpers killed three Rundeen and nearly fifty lesser agents in the Year of the Bridle (1349 DR), breaking the Rundeen monopoly along the Chultan peninsula (including the group’s control of Tashluta) and disrupting its activities in Calimshan. The Rundeen harbor a great enmity for the yuan-ti and their agents as well. The Rundeen is becoming increasingly allied with the Knights of the Shield (active along the Sword Coast from Calimshan to Waterdeep).

Members: Almost anyone can become a member of the Rundeen, although humans of Tashalan or Calishite ancestry predominate. Prospective partners must be involved in one of the trades in which the group specializes. They need to be shrewd, successful, and efficient at running their businesses, and must control large enough operations to justify the attention of the Rundeen. Recently, many yuan-ti of the Se’Sehen tribe and humans with the Snake Blood feat have joined the Rundeen, despite the long-standing ophidiophobia embedded in Tashalan

culture. Many members of the Rundeen have levels in expert or rogue.

Type: Cabal.

Scale: 11 Multiregional/duchy.

Titles, Benefits, and Duties: As you advance in the cabal, you either move up through the ranks of the Mitalibbar (Watchers) or serve in an allied group such as a well-established noble family (e.g. the Vyndahla clan of Calimshan), a mercenary or adventurer group (e.g. the Clenched Fist), an elite assassins group (e.g. the Fist of Rundeen), a loyal thieves guild (e.g. the Many Long Arms or the Lotus Dragons), or a pirate fleet (e.g. Bloody Buccaneers, Scimitar of Fire, Sea Reavers, but not the Crimson Fleet). To reach the pinnacle of the organization, you must join the Yrshelem (coin collectors). There are fifteen First Yrshelem, who serve the five Grand Yrshelem in groups of three. As you advance through the cabal's ranks, you improve your skills as a rogue and gain access to your rivals' trade secrets that will help you improve your wealth and influence.

leader on the Chultan peninsula, in Lapaliiya, along the Lake of Steam, in Calimshan, or in Tethyr within 1d6 days.

30+ **Grand Yrshelem:** You may borrow one item of up to 30,000 gp value from the Rundeen's stores once per month for 2d4 days. You may not borrow a charged item in this fashion.

Executive Powers: Assassinate, Shadow War, Trade.

Criterion	Score Mod.
Character level	+1/2 PC's level
Expert, rogue, or fighter	+1
5+ ranks in Craft or Profession	+1/2
10+ ranks in Craft or Profession	+1/2
Business Savvy* feat	+1/2
Wealth +1/40,000 gp	
Merchant prince† prestige class	+2
Completes an assigned mission	+1
Infiltrates an affiliation	+1/2
Destroys a Rundeen rival‡	+1/8 CR
Is good	−4
Betrays a fellow member	−6

* *Dungeon Master's Guide II*, page 184.

† *Power of Faerûn*, pages 71-74.

‡ Includes the Crimson Fleet.

Affiliation Scores and Benefits

3 or less No affiliation.

4–10 **Tradesman:** You are considered a member of the Rundeen. You receive 200 gp/month income.

11–15 **Thug:** You receive a +2 circumstance bonus on relevant Craft or Profession checks in the Calimshan, Tashluta, and Tethyr regions. You must donate 5% of all treasure to the affiliation.

16–20 **Agent:** You can travel with impunity through an allied affiliation's territory.

21–25 **Boss:** 10% discount on experience or gp cost when crafting. You must donate 10% of all treasure to the Rundeen.

26–29 **First Yrshelem:** Once per month, you can claim an audience with any government

RUNNING SAVAGE TIDE IN EBERRON

by Keith Baker

In Eberron, human civilization first arose on the continent of Sarlona. Humanity traveled west across the Lhazaar Sea, settling the few islands they found and finally landing on the eastern shore of Khorvaire. These first explorers established the nucleus of what would come to be known as the Lhazaar Principalities. Wave after wave of settlers followed, opportunists and adventurers from across Sarlona. This is reflected in the diversity of culture found across the Lhazaar Principalities; many of the traditions of the Lhazaar city-states can be traced back to the forgotten lands of Sarlona.

Not all of the seafarers of Sarlona settled on the coast of Khorvaire. The kingdom of Khunan was one of the mightiest nations of old Sarlona, and the pioneers of Khunan discovered a fertile island in the waters of the Dragonreach. Legends speak of the fabulous wealth these islanders drew from ocean and land. But these legends always come to an abrupt end, hinting at a terrible doom that overcame the people of this so-called Isle of Dread.

Now darkness stirs beneath the Dragonreach, reaching out towards Khorvaire. The Savage Tide begins anew!

Sasserine

The backdrop in *DUNGEON* #139 introduces the city of Sasserine, an important location in the adventure path. In Eberron, Sasserine is the southernmost island of the Lhazaar Principalities, southwest of the gnome-dominated island of Lorghalen; the name is shared by the island and its primary port. The historical Sasserine was a priestess from the Sarlonan nation of Lamecha, and she led her people across the Sea of Rage and the Dragonreach to escape the wars that paved the way for the coming of the Inspired. Sasserine is a hard land dominated by jungles and cliffs, and the port city is one of the only safe harbors on the island.

While most maps show Sasserine as part of the Lhazaar Principalities, the nation stands apart from the princes of the north. The Teraknian heirs shunned the pirate lords of the Lhazaar Sea and refused to have any dealings with them. Then came the Last War. As chaos gripped Khorvaire, an alliance of Lhazaar lords—the Sea Princes—seized Sasserine and claimed it as a new principality. Sasserine suffered under their rule for almost a century, until 995 YK, when all of the Sea Princes of Sasserine were killed. No group has taken credit for this act, but many believe it to be the work of the Inspired.

Whatever the truth, Sasserine is once again an independent realm, and the Dawn Council must decide what path they will take in the wake of the war.

It's possible to see many traces of old Sarlona in the Lhazaar Principalities, and this is especially true in the case of Sasserine. While Common is the primary language of the land, a significant number of people speak an old dialect of Riedran, sometimes blending the two languages together. The original settlers brought a root crop called seps from Sarlona, which is a staple of Sasserine cuisine; the island is one of the only places this is found outside of the old Lamechan lowlands. From the style of harpoons used by Sasserine whalers to the design of the ships they sail, there are many small touches that set Sasserine apart from the people of the mainland and the Lhazaars to the north.

The Dragonmarked Houses

Sasserine is off the beaten track, and the Dragonmarked Houses have little presence in the city. The Sea Princes intentionally isolated this remote port, and as a result there is no airship docking tower in Sasserine, no speaking stone station, and no outpost of House Orin. If any of the player characters are dragonmarked heirs, it is possible that they have been dispatched by their houses to evaluate the economic potential of the region; the masters of the local guilds may see such characters as a threat.

Organizations

The Savage Tide Adventure Path refers to a number of nations and states that do not exist in Eberron. DMs should consider the following ideas, though a DM should always feel free to take a different approach.

The Scarlet Brotherhood is a mysterious and powerful nation, whose motives are hidden from the outside world. In Eberron, this role can be filled by the nation of Riedra and its Inspired lords. The *EBERRON Campaign Setting* mentions that the Inspired have a presence in Q'barra; the Riedrans came to Sasserine well before they landed on the continent. The monk Anteki is the Inspired ambassador to Sasserine and has more influence than it might appear. During the occupation of the Sea Princes, the Inspired provided material and emotional support to the people of the land (possibly enhanced by the quori dream manipulation), and a surprising number actually want Sasserine to

become a province of Riedra. As such, forces of the Brotherhood may be Riedran soldiers or Inspired assassins; but they can also be islanders who have sworn loyalty to the Riedran cause. As the Inspired are known for their use of psionics, a DM could choose to modify Scarlet Brotherhood NPCs accordingly; Anteki could be a telepath, while others described as monks might be lurks or soulknives. However, monastic traditions are also practiced in Riedra, and it's entirely possible to use the Inspired without involving psionics.

Most people think that the Crimson Fleet is led by one of the many Lhazaar pirate lords—that it is the result of a schism within the northern Cloudreavers or the Bloodsails of Farlnen. In fact, the fleet is based in Scuttlecove, a city in southern Q'barra, and it is a force with many dark secrets. The Crimson Fleet will be explored in greater detail in the future.

As noted in the Age of Worms Adventure Path, the Seeker Lodge could easily be replaced by the Wayfinder Foundation, which is an alliance of adventurers who operate across Khorvaire. Alternately, it could be a new organization aligned with the Aurum or one of Khorvaire's universities.

While Sasserine has thrown off the yoke of the Sea Princes, it still has a few connections with the Principalities. The island is on good terms with the gnomish principality of Lorghalen; many members of the Alchemists' and Cartographers' Guilds of Sasserine were born on Lorghalen. There are also a number of changelings from the Gray Tide principality in Sasserine; most of these changelings work as interpreters or entertainers. Some fear that there are far more changelings in the city than meet the eye, but most dismiss this as paranoid delusion.

Religion in Sasserine

Old Sarlona was home to many religions that are virtually unknown in the present day. The priestess Sasserine brought her Lamechan traditions across the sea, and today her descendants are some of the only people on Eberron who still share her faith. In place of Wee Jas, the people of Sasserine revere the Sovereign of Light and Darkness. The statues of the Sovereign are two-faced; one side shows a man carved from white marble, while the other depicts a woman carved from black marble. The Sovereign is said to be the source of all magic, and privy to all secret knowledge;

a typical priest of the Sovereign Host would see the Sovereign of Light and Darkness as being a blending of Aureon and the Shadow. A cleric who wishes to worship the Sovereign of Light and Darkness can choose from the domains and of either deity.

While the Sovereign of Light and Darkness is an exotic deity, the people of Sasserine also follow more traditional faiths. Dol Dorn takes the place of Kord. The followers of Olidammara revere the Traveler. Those who worship at the Azure Cathedral seek to placate the Devourer even as they give thanks to Arawai. And the temple of Fharlagnhn becomes a general temple to the Sovereigns, especially Kol Korran, Boldrei, and Olladra. The Dawnhouse is dedicated to Dol Arrah. The Church of the Silver Flame takes the place of St. Cuthbert; it is up to the DM to decide whether Jenya Urikas is present in the setting, or if Father Laro answers to Flamekeep. The Church of the Whirling Fury believes that Dol Arrah and the Fury are one and the same, that the raw passion of the Fury drives her in her battle against evil.

The druid Visigash has no connections to the druids of the Eldeen Reaches, but he follows a path similar to that of the Gatekeepers, and could teach the Gatekeeper feats if he adopts a PC druid as his protege.

Finally, the cult of Vecna is a branch of the Lords of Dust dedicated to Sul Khatash, the Keeper of Secrets. The leader of the cult is a rakshasa with four additional sorcerer levels; he uses these powers to inspired fear and awe among his followers.

There Is No Honor

In “There Is No Honor,” the player characters are summoned by Lavinia Vanderboren and asked to investigate the mysterious disappearance of her brother. There is little in the adventure that needs to be modified to use it in *EBERRON*, beyond the changes already suggested for Sasserine itself. The Lotus Dragons are one example of the Sarlonan heritage of the region; the name of the guild and the lotus tattoo are both taken from a legendary guild of Lamechan assassins. However, the true Lotus Dragons disbanded over a thousand years ago, and Rowyn has simply lifted the name for her own purposes.

The *ixitichitl* are mysterious creatures, rarely seen by human eyes. As suggested in the adventure, their presence here is foreshadowing of the hand of Demogorgon.